REMARKS

Claims 21, 23, 25, 29, 31-32, 35-37 and 40-42 are pending while claims 30, 33, 38, 39, 43 and 44 have been withdrawn by the Examiner. Claims 21, 23, 29-33 and 35-44 have been amended. Applicants reserve the right to pursue the original and other claims in this and in other applications.

Applicants believe that many of the independent claims are generic (e.g., claim 21) and, upon the allowance of these claims, Applicants respectfully request that the withdrawn claims be rejoined and allowed as well.

Claims 21, 23, 25, 29, 31, 32, 35-37 and 40-42 stand rejected under 35 U.S.C. § 112, first paragraph, as failing to comply with the written description requirement. The rejection is respectfully traversed.

Without agreeing or disagreeing with the Examiner's classification/definition of certain claim limitations, Applicants note that rejected claims 21, 23, 29, 31, 32, 35-37 and 40-42 have been amended. Applicants respectfully submit that the amendments overcome the concerns raised in the Office Action. Accordingly, the rejection should be withdrawn and the claims allowed.

Claims 21, 23, 25, 29, 31, 32, 35-37 and 40-42 stand rejected under 35 U.S.C. § 103(a) as being unpatentable over Falcon. The rejection is respectfully traversed.

Claim 21 recites a game program computer readably stored in a storage medium and configured to cause a computer to "set a first zone, a second zone set outside of and next to the first zone, and an outer zone set outside of and next to the second zone at every time when the player character moves in the game space." According to claim 21, "said first, second and outer zones are defined <u>within</u> said visual range based on one of distances from a reference point and angles from a reference line, which reference point or line is defined based on the current location of the player character, so that said first zone is nearest to the reference point or line" (emphasis added). Applicants respectfully submit that Falcon fails to teach or suggest at least this limitation.

The Office Action asserts that Falcon discloses that "radar modes are used to lock the radar onto aircraft that are within visual range," "some radar modes are for use within visual range and <u>others are for beyond visual range . . . (BVR)</u>" and that "targets are visually displayed within the radar screen of the player aircraft." Office Action at 5, 6 and 8 (emphasis added). Claim 21, however, requires that "said first, second and outer zones are defined <u>within said visual range.</u>" This is completely different than Falcon's teaching that

"others are for beyond visual range." This is at least one reason why claim 21 is allowable over Falcon.

Moreover, Applicants respectfully submit that Falcon relates to a "radar screen," which is not the same thing as the recited "game screen." That is, claim 21 recites that the computer will "(b) display a game scene with plural target characters arranged within a visual range viewed from the player character, on a monitor display connected to the computer." This is another feature that Falcon does not teach or suggest.

Furthermore, Falcon fails to discloses or suggest features (e), (f) and (g) of amended claim 21. That is, Falcon fails to teach or suggest causing a computer to:

> (e) select any target character which is currently in the first zone and
> any target character which is currently in the second zone but was in
> the first zone within a certain period of time, excluding any target
> character which is currently in the outer zone and any target character
> which has moved in the second zone from the outer zone within said
> certain period of time;
> (f) decide recommended priorities of selections to the respective
> target characters selected at (e) as candidate objects for attack in
> accordance with the current locations so that the candidate object
> located nearer to the reference point or line is given with the higher
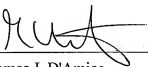> priority; and
> (g) allow the player to change selection of the candidate object for
> attack sequentially in accordance with the order of the priorities from
> a higher priority to a lower priority in response to operation by the
> game player.

These features are simply not found in Falcon. As such, claim 21 is allowable over the cited reference. Claim 23, 25, and 29 depend from claim 21 and are allowable along with claim 21 for at least the reasons set forth above and on their own merits. Claims 31, 32, 35-37 and 40-42 recite limitations similar to the ones discussed above and are allowable for at least the reasons set forth above and on their own merits. Applicants respectfully submit that the rejection should be withdrawn and the claims allowed.

In view of the above, Applicants believe the pending application is in condition for allowance.

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Respectfully submitted,

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